



Chapter 11 Youth Development

Cluster 2 Asset Profile

Responses to factors that impact youth include providing safe havens to recreate, encouraging communication between youth and adults, and utilizing existing programs and services for youth.

Places where the young people gather in cluster as identified by the youth group were the mall, the Boys and Girls Club, in the streets around their home, the library, the 4-H, and various churches in the community. When asked where the safe, clean healthy places for young people to gather Upward Bound, the Boys and Girls Club, a friend's house, parks, and their back yard were cited.

Existing Programs and Services

Mt. Zion Lutheran Camp

Offers tutoring and basketball for youth in the community

Franklin Branch of the Detroit Public Library

Summer Programs

Boys and Girls Club

Provides recreation facilities and a variety of activities for young people in the area

Osborn High School

Future Leaders Program

Heilman Recreation Center and Field

Recreation

Our Savior Lutheran Church

BUOY 9

4-H

Recreation

Primary Youth Development Issues

A group of young people from Cluster 2 embarked on the exercise of designing their "dream recreation center." Through this activity the youth identified some of the issues that they felt were relevant for this cluster such as providing safe, clean, fun, supervised recreation spaces for youth while parents are working and community-based volunteer and employment opportunities for area teens. Also a number of unique programs and activities that interested local youth were identified. The design and a letter to Mayor Archer preludes this profile. Photocopies of actual comments are included on the following four pages.

Basketball
 pool
 Arcade
 Dance classes
 Art & Scares
 library
 Music Room
 Film Studio
 Wash Room
 Food Room
 garden
 skating rink
 Park
 Home Room
 Entertainment
 Center

CAFETERIA

Computer Room

Video Studio

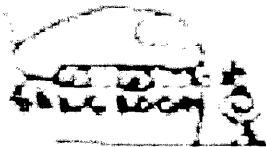
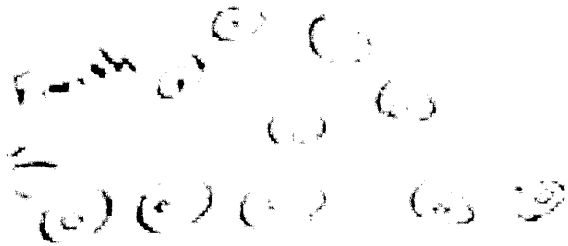
Studio
Room

Music

Dance Studio

JONES

Recreation Room



Tennis Court
 Snow Hill
 Bike Ramp
 into
 Field
 Volleyball
 Playscape
 giant slide
 escalator
 escalator
 race track

Drop off Recreation Centre
for parents who work
pay a fee to pay for the
center expenses.

\$5.00 - 10.00 per person
depending on the age

Teenagers - (13 and up) could
exchange work hours for
fee. Could work at the
pool (life guard), weight room (spotter),
police cadets -
watch younger kids -
get new ideas from other kids

leisure time
where do you play?

- at the park
- outside - back yard
- friend's house / basketball
- at home ^{computer} - arcade - video games
Super Nintendo - Genesis
- Boys and Girls Club - swimming
- pre-school
- beach - Belle Isle - Metro Beach
Nature Center
- Out of Town -
- Zoo

What I am looking for
is a way to

SAD -

upset - furious -

CRABBY

FIND A PLACE -

Invent dangerous games.

The ideal recreation center desired by the youth in attendance would be a place where young people from the community could gather 24 hours a day to participate in a variety of activities ranging from sports and fitness, to gardening. Other unique features desired in the proposed facility were a film studio (photography and video), cafeteria, a walking track, animals, and a library. The recreation center would be staffed, in part, by teens from the area that would earn small salaries along with free access to the activities and equipment in the center. All others would pay a small fee to use the recreation center and could earn access by performing well in school or contributing community service.

Adult stakeholders identified the following pertinent issues for youth of Cluster 2:

Young people's interactions with parents and other adults

- Lack of parental and community involvement in the education and rearing of youth
- Insufficient parenting skills (impacted by the lack of strong role models)
- Teens on their own (raising their own children or siblings)
- Grandparents raising their grandchildren

Quality of educational experiences for youth

- Students/youth education lacking in both academics and basic life skill
- Need for alternative means of education including education in the trades, co-ops and internships
- Lack of recreational and cultural opportunities for youth during school
- School not being accessible outside of school hours
- Children sometimes being locked out of school buildings
- Lack of active, functioning, well stocked libraries
- Low attendance levels
- Need for better guidance and counseling about access to higher education and scholarships
- Teachers not having a high level of accountability

Society and what it has to offer young people

- Demands on parents for long hours at low pay
- Parents needing greater job flexibility during school hours
- Lack of morals in society, family and peers
- Interaction (partnering) between business, schools and parents in the learning process
- Lack of communication within the community
- Media sending negative images of young people
- Peer pressure toward negative/dangerous behavior when children are "bored"

Strategies

Suggested strategies included encouragement of more inter-generational dialogue between youth and seniors. More collaboration is desired between all segments of society, i.e. "The Healthy Village Model" where everyone (business, government, families, schools, and churches) aids in the development of children in the community. Strategies that refer to youth education include more field trips and hands on learning experiences, more volunteers in schools, new curriculum which uses the community (local, regional, and world), the natural environment, and work place as the basis for all learning experiences. Respondents also want to give young people the opportunity to play meaningful roles in the community.